

CLAIMS

What is claimed is:

1. A method comprising:
a game server receiving a request, over a communication network, from a requestor for a license to use an approved gaming software program;
receiving an indication of payment for the license; and
downloading the approved gaming software program to the requestor in response to the indication of payment.
2. The method of claim 1, wherein the request is received over a secure communication path within the communication network.
3. The method of claim 2, wherein the secure communication path is a virtual private network.
4. The method of claim 1, wherein the requestor is a second game server, the method further comprising:
subsequently downloading the approved gaming software program to one or more gaming terminals.
5. The method of claim 4, wherein subsequently downloading comprises:
the second game server authenticating the one or more gaming terminals;
the second game server encrypting the approved gaming software program; and
the second game server transmitting the approved gaming software program over the communication network.
6. The method of claim 1, further comprising:
forwarding unapproved gaming software to a lab, the lab configured to test compliance of the unapproved gaming software with a plurality of regulations;

receiving a notification of approval of the unapproved gaming software from the lab, the notification of approval indicating compliance of the unapproved gaming software with the plurality of regulations; and

changing a status of the unapproved gaming software to form the approved gaming software.

7. A method comprising:

receiving a notification of approval of unapproved gaming software, over a communication network, the notification of approval indicating compliance of the unapproved gaming software with a plurality of regulations; and

changing a status of the unapproved gaming software to form approved gaming software.

8. The method of claim 7, further comprising:

forwarding the unapproved gaming software over the communication network to a lab, the lab configured to test compliance of the unapproved gaming software with the plurality of regulations.

9. The method of claim 7, further comprising:

the game server receiving a request, over a communication network, from a requestor for a license to use the approved gaming software;

receiving an indication of payment for the license; and

downloading the approved gaming software to the requestor in response to the indication of payment.

10. A method comprising:

receiving unapproved gaming software by a game server of a secure gaming system;

forwarding, using one of a plurality of secure communication links within a communication network, the unapproved gaming software to a jurisdiction lab of the

secure gaming system, the jurisdiction lab configured to test compliance of the unapproved gaming software with a plurality of jurisdiction regulations and policies;
receiving a notification of approval of the unapproved gaming software from the jurisdiction lab, the notification of approval indicating compliance of the unapproved gaming software with the plurality of jurisdiction regulations and policies;
changing a status of the unapproved gaming software to form approved gaming software, the approved gaming software having an approval identifier;
receiving a request to purchase a license for the approved gaming software, the license entitling a holder of the license to use the approved gaming software; and
forwarding, using another of the plurality of secure communication links, the approved gaming software to a gaming device of the secure gaming system upon receipt of a payment for the license, the gaming device owned by the holder of the license.

11. The method of claim 10, wherein the unapproved gaming software comprises gaming software compiled and tested by a game provider.

12. The method of claim 10, wherein each of the plurality of secure communication links includes one or more security elements selected from a group of security elements that includes a virtual private network application software, a virtual private network tunneling protocol software, a firewall, a dedicated communication link, and a cryptographic protocol.

13. The method of claim 12, wherein the cryptographic protocol is selected from a group of protocols that includes a message authentication code protocol, a one-way hash protocol, a public-key cryptography protocol, a digital signature protocol, a symmetric encryption protocol, and a random number generator protocol.

14. A gaming system comprising:
a first server, that receives a request, over a communication network, from a requestor for a license to use an approved gaming software program, receives an

indication of payment for the license, and downloads the approved gaming software program to the requestor in response to the indication of payment.

15. The gaming system of claim 14, further comprising:

a second server, as the requestor, which is communicatively coupled to the first server over the communication network, wherein the second server subsequently downloads the approved gaming software program to one or more gaming terminals.

16. The gaming system of claim 14, further comprising:

one or more gaming terminals, which ultimately receive and execute the approved gaming software.

17. A computer-readable medium having program instructions stored thereon to perform a method, which when executed within an electronic device, result in:

a game server receiving a request, over a communication network, from a requestor for a license to use an approved gaming software program;
receiving an indication of payment for the license; and
downloading the approved gaming software program to the requestor in response to the indication of payment.

18. A computer-readable medium having program instructions stored thereon to perform a method, which when executed within an electronic device, result in:

receiving a notification of approval of unapproved gaming software, over a communication network, the notification of approval indicating compliance of the unapproved gaming software with a plurality of regulations; and
changing a status of the unapproved gaming software to form approved gaming software.

19. The computer-readable medium of claim 18, wherein performing the method further results in:

forwarding the unapproved gaming software over the communication network to a lab, the lab configured to test compliance of the unapproved gaming software with the plurality of regulations.

20. The computer-readable medium of claim 18, wherein performing the method further results in:

receiving a request, over the communication network, from a requestor for a license to use the approved gaming software;

receiving an indication of payment for the license; and

downloading the approved gaming software to the requestor in response to the indication of payment.